AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A graphics system, including:

a main processor;

a graphics coprocessor having an embedded frame buffer; ~~and~~

a main memory on a separate chip from said graphics coprocessor;

a copy pipeline on said graphics coprocessor which transfers data from the embedded frame buffer to said main memory~~an external image storage location~~;

wherein the copy pipeline converts the data from one format to another format after reading the data from the embedded frame buffer and during transfer of the data from the embedded frame buffer to the main memory~~external image storage location~~.

2. (Cancelled).

3. (Currently Amended) The graphics system of claim 1, wherein the copy pipeline is operable to selectively transfer the data to either a display buffer or a texture buffer within said main memory.

4. (Original) The graphics system of claim 3, wherein the copy pipeline converts the data to a display format if the data is transferred to the display buffer and a texture format if the data is transferred to the texture buffer.

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5. (Original) The graphics system of claim 3, wherein the graphics system further includes a graphics pipeline, wherein the graphics pipeline is operable to use the data in the texture buffer during a rendering process.

6. (Original) The graphics system of claim 1, wherein the copy pipeline selectively reads data from the embedded frame buffer in RGB color format or YUV color format.

7. (Original) The graphics system of claim 6, wherein the copy pipeline converts the data from the embedded frame buffer to either a display format or a texture format.

8. (Original) The graphics system of claim 7, wherein, when the data is converted to a display format, the copy pipeline writes the data to a display buffer, and when the data is converted to texture format, the copy pipeline writes the data to a texture buffer.

9. (Cancelled).

10. (Currently Amended) The graphics system of claim 6, wherein the copy graphics pipeline selectively converts the data read from the embedded frame buffer to a YUV color format or an RGB color format.

11. (Currently Amended) The graphic system of claim 10, wherein the copy graphics pipeline converts the data to a YUV format if the data is intended for display.

12. (Currently Amended) A method of transferring data from a graphics chip to a main memory of a graphics system that is provided on a separate chip from said graphics chipan external image storage destination, including:

storing image data in an embedded frame buffer of the graphics chip;

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initiating a copy out operation for transferring data from the embedded frame

buffer to the <u>main memory of the graphics system</u>external image storage destination;

converting the data from one format to another format during the copy out

operation <u>between the embedded frame buffer and main memory of the graphics system</u>;

and

writing the converted data to the <u>main memory of the graphics system</u>external

image storage destination.

13. (Original) The method of claim 12, wherein the converting step converts the

data from RGB color format to YUV color format.

14. (Original) The method of claim 12, wherein the converting step includes

converting the data from YUV color format to RGB color format.

15. (Original) The method of claim 12, wherein the converting step includes

converting the data to a texture format, and the writing step includes writing the texture

format data to a texture buffer.

16. (Original) The method of claim 12 wherein the converting step includes

converting the data to a display format, and the writing step includes writing the display

format data to a display buffer.

17. (Original) The method of claim 16 wherein the display format is a YUV 4:2:2

format.

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18. (Currently Amended) The method of claim 12 wherein the writing step includes selectively writing the data to either a display buffer or a texture buffer in the [[a]] main memory of the graphics system.

19. (Currently Amended) The method of claim 12, further including performing a scaling operation on the data prior to writing the data to the main memory of the graphics system~~external image storage destination~~.

20. (Currently Amended) The method of claim 12, further including performing a gamma correction operation on the data prior to writing the data to the main memory of the graphics system~~external image storage destination~~.

21. (Currently Amended) The method of claim 12, further including performing an anti-aliasing operation on the data prior to writing the data to the main memory of the graphics system~~external image storage destination~~.

22. (Currently Amended) The method of claim 12 further including performing a de-flickering operation on the data prior to writing the data to the main memory of the graphics system~~external image storage location~~.

23. (Original) The method of claim 12, wherein the converting step includes performing at least one of the following conversions:

- RGB color format to another RGB color format;

- YUV color format to another YUV color format;

- RGB color format to YUV color format; and

- YUV color format to RGB color format.

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